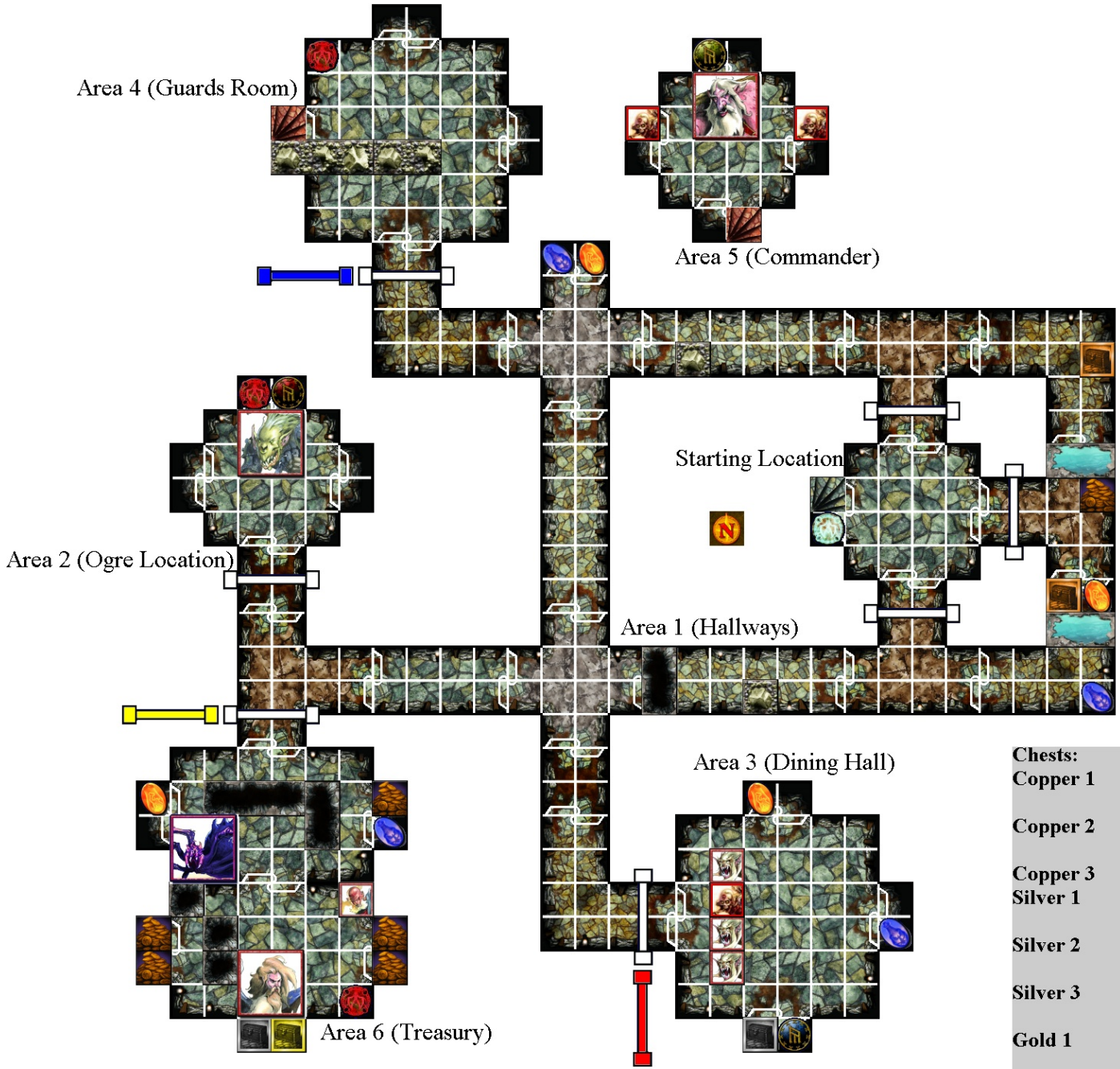

Chests:	
Copper 1	1 Conquest Token, 1 Curse, 1 Copper Treasure
Copper 2	3 Conquest Token, 4 Curses, 1 Copper Treasures
Copper 3	3 Curses, 2 Copper Treasures
Silver 1	1 Conquest Token, 2 Curses, 1 Silver Treasure
Silver 2	3 Conquest Tokens, 3 Curses, 1 Silver Treasure
Silver 3	1 Conquest Token, 100 Gold, 3 Curses, 1 Silver Treasure
Gold 1	1 Conquest Token, 1 Curse, 1 Gold Treasure
Gold 2	2 Conquest Tokens, 3 Curses, 1 Gold Treasure

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Ransack and Run

By Todd Hicks

Scenario Background

War ravages the land, the battle between good and evil never ceases. As you and your party return to the kings castle with news of your previous quest, you are overcome by a messenger delivering a message urgently encouraging haste to the kings chambers. Once there he hands you a map of his enemies castle and says, "Spies have uncovered information suggesting that a large campaign is taking place as we speak and that the castle is currently nearly empty. The treasury of the enemy is rumored to hold ancient relics and the gold used to pay for the war, if we can ransack his treasury and leave him with nothing surely his army will rebel and fall into chaos. However, time is running out, and all my troops have been sent to intercept this enemy horde, you are the only hope remaining to accomplish the mission. Hurry, the castle will not be empty for long." With that being said and without so much as spending one night in the castle you pack your stuff and head off to serve your king.

Mission Goals

Your goal is to break into the enemy castle, ransack the treasury, and run. Make sure that nothing in the treasury is left behind! You must also successfully escape the castle without being captured.

After the Heroes are placed on the board:

As the Heroes arrive in the dungeon you have a very distinct feeling that so far you have been successful in sneaking into the castle. There has been no evidence that your presence has been noticed.

Due to the stealth and surprise of the Heroes the Overlord does not start drawing cards on his turn until the red rune key is picked up by the Heroes. However, at that point the Overlord then draws three cards a turn until the Heroes pick up the last treasure from the Treasury, at that point the Overlord starts drawing four cards and gains one additional threat a turn.

Starting Location

You have entered the castle without trouble. So far the castle has been even easier to break in to then you had expected, you listen closely to see if anyone can be heard, the only sound is that of dripping water coming from the south.

Area 1 (Hallways)

You are in a vast corridor of many hallways. The silence is broken occasionally by voices far in the distance to the North and West. The hallways here seem to have been damaged recently and rubble is strewn across the floor.

Notice on the map the rune doors that are placed off to the side, leave those doors off of the map. When the heroes attempt to open the doors that are marked with a rune door off to the side replace the normal doors with rune doors. They cannot be opened without the appropriate rune key.

Hero attempts to open door marked with a rune door next to it on the map.

As you attempt to open the door it suddenly begins to glow, you are forced to cover your eyes as it glows brighter and brighter. Just as suddenly the glowing subsides and in front of you is a rune door.

Replace the normal door with the room door as specified by the map.

Area 2 (Ogre Location)

You open the door and find yourself staring across the room at a large Ogre, which apparently is not too happy with you interrupting him. Before you have time to observe anything else, you find yourself fighting for your life.

After the Heroes pick up the red rune key:

As you reach down to pick up the red rune a evil voice pierces the dungeon howling, "What are you doing here! You will not survive!"

The Overlord now begins drawing three cards a turn.

Area 3 (Dining Hall)

You open the door into a room crawling with maggots and infested with flies, among these filthy insects are filthier things too, like the Beastmen whom you have disturbed from their dinner.

Area 4 (Guards Room)

You enter a large guards room just outside the commanders chambers, surprisingly it appears to be empty and no sounds can be heard. A portion of the ceiling appears to have collapsed here. Other than that there is nothing interesting about this room.

Area 5 (Commander)

Very quickly does the silence give way to a sinister growl as you emerge from the stairs, a large giant is glaring down at you and without saying a word motions for his guards to attack.

The commander is a normal master giant except he has -2 armor and +3 wounds.

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If the commander dies:

As the commander falls to the ground he howls, "My pets... Avenge me!" Below the sounds of many scurrying feet can be heard.

After the commander dies the Overlord may spawn two normal spiders and one master spider into the guard room. These spawns must follow the standard rules for spawning. If due to line of sight no spiders can be spawned the Overlord must growl at the Heroes.

Area 6 (Treasury)

You walk into a room filled to the brim with gold! The only problems are the guards standing across a pit from you that do not appear to be too happy with the intrusion.

The chests in this room may not be opened until the three creatures that originated in this room are defeated, anything else that spawns afterwards does not prevent this action.

Hero attempts to open the chests in this room before the creatures that spawned in this room were defeated:

No matter how hard you try, you are unsuccessful at opening the chests. A presence of evil blocks your attempts.

After the last creature that spawned in room is killed:

All the chests in the room seem to be purified, however, the glyphs start to flicker as though they may soon be disactivated. You have a feeling if you need anything from the Town you should get it now before the glyphs close completely. If the glyphs disactivate like it appears they might, the only way out would be through the stairs you descended when you first entered the castle.

Chests may now be opened.

After the last treasure is removed from the treasury:

A furious howl is heard throughout the castle, "Now you will feel my absolute power!". Suddenly all glyphs become disactivated.

Any Hero who dies after this point no longer returns to town, instead they may choose any of the three glyphs not in the starting location to respawn at. Deactivate all the glyphs on the map, they cannot be activated again. The Overlord now draws four cards and generates on additional threat a turn.

If the Heroes win...

After returning to the castle with the loot a festival his held in your honor. The tide of the war is turned and a few months later the land is returned to peace.

If the Heroes lose...

At the same time as your death the troops the king had sent out to interecept the enemy army is slaughtered, darkness prevails and there is little hope of peace.

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